Application No. 09/519,136
Amendment dated August 23, 2004
Response to Office Action of May 21, 2004

Atty. Docket No. 042390.P8359
Examiner: Mylinh T. Tran
TC/A.U.: 2174

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (currently amended) A method comprising:

creating a first window ~~movable with respect to a display (movable window)~~ to ~~receive~~ <u>display</u> dynamic video content which at least partially overlaps a second ~~movable~~ window on a region of overlap ~~of the~~ <u>on a</u> display<u>, wherein the first window further comprises a first non-overlap region, and the second window further comprises a second non-overlap region and at least one application element</u>;

setting the pixels of the first ~~movable~~ window to a chroma color;

setting background pixels of the second ~~movable~~ window in the region of overlap to the chroma color; and

configuring the second ~~movable~~ window to draw <u>the at least one application element</u> after the first window <u>has displayed at least a portion of the dynamic video content</u>.

2.   (currently amended) The method of claim 1 further comprising:

configuring the first and second ~~movable~~ windows as children of a common parent window.

3.   (currently amended) The method of claim 1 further comprising:

configuring the second ~~movable~~ window to receive user interface events.

4.   (currently amended) The method of claim 1 in which configuring the second

~~movable~~ window to draw after the first ~~movable~~ window further comprises:

setting the style of the second ~~movable~~ window to transparent.

5.   (currently amended) A method comprising:

creating a first window movable with respect to a display (movable window) which

at least partially overlaps a second movable window in a region of overlap on the

display, wherein the first movable window further comprises a first non-overlap region,

and the second movable window further comprises a second non-overlap region and at

least one application element;

configuring the first and second movable windows to move correspondingly to

one another;

configuring the first and second movable windows such that the region of overlap

is ~~always~~ drawn first with a chroma color and then ~~drawn~~ with other colors representing

window elements; and

rendering dynamic video content only to areas of the region of overlap which

have the chroma color.

6.   (previously presented) The method of claim 5 further comprising:

configuring one of the first and second movable windows to receive user interface

events.

7.   (currently amended) An article comprising:

a memory having stored thereon instructions which, when executed by a

processor, result in

creating a first window movable relative to a display (movable window) to receive

display dynamic video content which at least partially overlaps a second movable

window on a region of overlap of the on the display, wherein the first window further

comprises a first non-overlap region, and the second window further comprises a

second non-overlap region and at least one application element;

setting the pixels of the first movable window to a chroma color;

setting background pixels of the second movable window in the region of overlap

to the chroma color; and

configuring the second movable window to draw the at least one application

element after the first window has displayed at least a portion of the dynamic video

content.

8.   (currently amended) The article of claim 7 in which the instructions, when

executed by the processor, further result in:

configuring the first and second movable windows as children of a common

parent window.

9.   (currently amended) The article of claim 7 in which the instructions, when

executed by the processor, further result in:

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configuring the second ~~movable~~ window to receive user interface events.

10.   (currently amended) The article of claim 7 in which the instructions, when executed by the processor to configure the second ~~movable~~ window to draw after the first ~~movable~~ window, result in:

setting the style of the second movable window to transparent.

11.   (currently amended) An article comprising:

a memory having stored thereon instructions which, when executed by a processor, result in

creating a first window movable relative to a display (movable window) which at least partially overlaps a second movable window in a region of overlap on the display, wherein the first movable window further comprises a first non-overlap region, and the second movable window further comprises a second non-overlap region and at least one application element;

configuring the first and second movable windows to move correspondingly to one another;

configuring the first and second movable windows such that the region of overlap is ~~always~~ drawn first with a chroma color and then ~~drawn~~ with other colors representing window elements; and

rendering dynamic video content only to areas of the region of overlap which have the chroma color.

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12.   (previously presented) The article of claim 11 in which the instructions, when

executed by the processor, further result in:

configuring one of the first and second movable windows to receive user interface

events.

13.   (currently amended) A system comprising:

a processor;

a memory coupled to the processor by way of a bus, the memory having stored

thereon instructions which, when executed by a processor, result in

creating a first window movable relative to a display (movable window) which at

least partially overlaps a second movable window in a region of overlap on [[a]] the

display, wherein the first movable window further comprises a first non-overlap region,

and the second movable window further comprises a second non-overlap region and at

least one application element;

configuring the first and second movable windows to have a common parent

window;

configuring the first and second movable windows such that the region of overlap

is always drawn first with a chroma color and then drawn with other colors representing

window elements; and

rendering dynamic video content only to areas of the region of overlap which

have the chroma color.

14.   (previously presented) The system of claim 13 in which the instructions, when

executed by the processor, further result in:

configuring one of the first and second movable windows to receive user interface

events.

15.   (currently amended) The system of claim 13 in which the instructions, when

executed by the processor to configure the first and second movable windows such that

the region of overlap is ~~always~~ drawn first with a chroma color and then ~~drawn~~ with

other colors representing window elements, result in:

setting the style of one of the first and the second movable window to

transparent.